

FREE!



NAVIGATE →

360Zine

Issue 29 | April 2009

Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

WORLD EXCLUSIVE

OPERATION FLASHPOINT™

HANDS-ON PREVIEW



PLUS!



**PREVIEW
OVERLORD II**



**PREVIEW
VELVET ASSASSIN**



**REVIEW
GODFATHER II**



**REVIEW
WHEELMAN**

EXCLUSIVE!



**STAR OCEAN
HANDS-ON & INTERVIEW**

CONTROL →





Welcome to 360Zine



This issue we've been down to Codemasters to check out its upcoming Operation Flashpoint: Dragon Rising. Battlefield action has never felt so realistic and this is a genuine departure from your average FPS. It's looking certain to be one of the must-play games of 2009 so be certain to read each and every word of our exclusive hands-on preview.

Elsewhere we have hands-on previews of Star Ocean, Velvet Assassin and Overlord II along with reviews of Godfather 2, Wheelman, Afro Samurai and FIFA 09: Ultimate Team.

So another action-packed edition of 360Zine coming to you absolutely free of charge. If you like what you see remember to pass us on to your mates...

Enjoy the issue,

Dan Hutchinson, Editor
360zine@gamerzines.com

**360Zine
FEEDBACK!**
Click here to
tell us what
you think of
the new issue

MEET THE TEAM

Probably the best
games writers on
the planet



**Chris
Schilling**
Hands-on with
Operation Flashpoint



Steve Hill
Dazzled by Star Ocean



Steve Boxer
Down with The Don



Wheelman
Reviewed

Don't miss! *This month's top highlights*



Operation Flashpoint: Dragon Rising

EXCLUSIVE HANDS-ON PREVIEW



Godfather 2

Reviewed



Afro Samurai

Reviewed



Star Ocean

Preview & Interview

QUICK FINDER

Every game's just a click away!

Velvet Assassin
Overlord II
Operation
Flashpoint:
Dragon Rising
Star Ocean:
The Last Hope

Godfather 2
Wheelman
Afro Samurai
FIFA 09:
Ultimate Team

MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 30 SUBSCRIBE FOR FREE!

WARNING! MULTIMEDIA DISABLED!

If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.



OUT 3RD APRIL

NINJA BLADE

A MODERN-DAY NINJA FOR A 21ST-CENTURY ENEMY



PLAYBACK OPTIONS:

'A SLICK NINJA GAIDEN CLONE THAT'S BEEN PULLED OFF RATHER NICELY'
OFFICIAL XBOX MAGAZINE

'ACE! IT LOOKS SUPERB AND HAD A GREAT FEEL TO IT'
NEWS OF THE WORLD

AN ARSENAL OF WEAPONS BEYOND BLADES | UNRELENTING ACTION FROM STREET TO SKYSCRAPER | STUNNING IN-GAME CINEMATOGRAPHY

© 2009 FromSoftware, Inc. All rights reserved. Ninja Blade is a trademark of FromSoftware, Inc. © 2009 Microsoft Corporation. All rights reserved. Xbox, Xbox 360, Xbox LIVE and the Xbox logos are trademarks of the Microsoft group of companies.

ONLY ON
XBOX 360

FROM SOFTWARE



Jump in.

XBOX 360





VELVET ASSASSIN

Publisher: SouthPeak Games

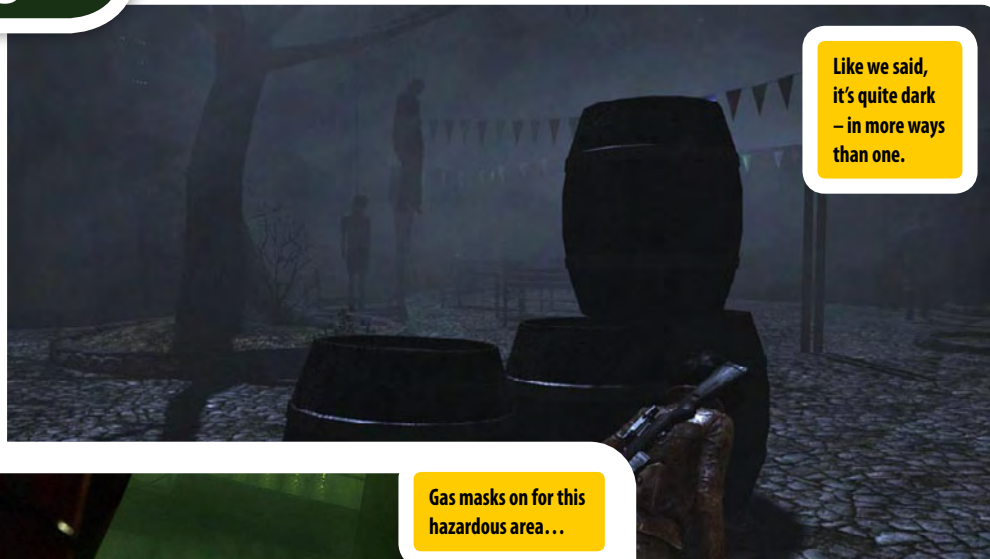
Developer: Replay Studios

Heritage: Crashday

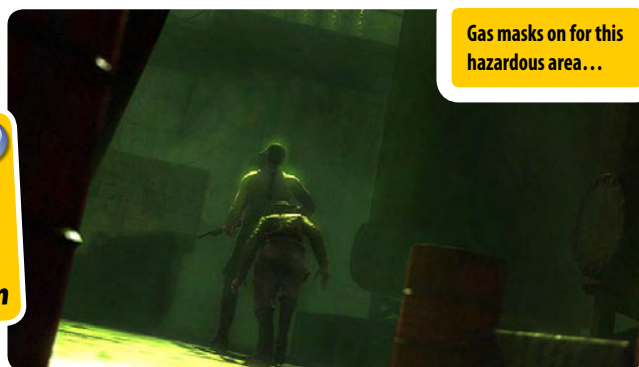
Link: www.

velvetassassin.com

ETA: 10th April



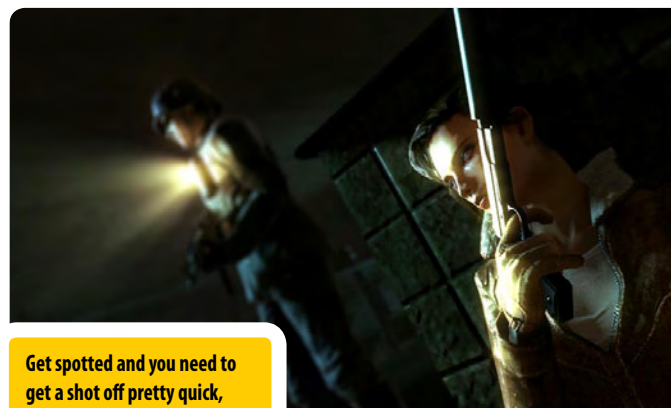
Like we said,
it's quite dark
– in more ways
than one.



Gas masks on for this
hazardous area...

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Velvet Assassin

**"Staying in
shadows is
obviously the
name of the game"**



Get spotted and you need to
get a shot off pretty quick,
otherwise Summer's a goner.

HANDS ON

Velvet Assassin

Silent but deadly – hands-on with Southpeak's atmospheric sneak-em-up

What's the story?

Based on real-life secret agent Violette Szabo, Velvet Assassin's similarly named heroine, Violette Summer, starts this atmospheric WWII-set stealthier dying in a German hospital bed. Seeming barely conscious (if at all) she relives the events leading up to her capture in flashback, with players taking control of Summer as she revisits her completed missions in her mind.

What do we know?

We've spent a bit of time with Velvet Assassin's opening few missions, and it's looking pretty good, with some very Splinter Cell-esque third-person sneaking mixed with an interesting story and bags of bleak atmosphere. The first thing you notice is the colour scheme – the opening level is bathed in autumnal hues, with terrific lighting and shadow effects making up for a few slightly rough edges. The first kill is easy – a drunken German soldier swaying gently from side to side, steadfastly looking in the opposite direction. Sneaking up to him using the RB

button to toggle a crouched walk and pressing A when close enough, will see Summer viciously stab him in the back.

Her internal monologue gives a few clues about your next objective: "I had to wait until they were separated," she intones as she witnesses a conversation between two German soldiers. Staying in shadows is obviously the name of the game, with Summer outlined in blue when she can't be seen. If a soldier isn't alerted though then you can usually get pretty close to them without being spotted, but if they see you in the light, don't expect a retreat to the





VELVET ASSASSIN

Handily, enemies tend to leave ammo lying around, though it's far from plentiful.

"The intense atmosphere, with the haunting soundtrack, is very reminiscent of PS3 horror Siren: Blood Curse"

Dragging bodies into the shadows is essential if you don't want to create a fuss.

The game's colour schemes are almost monochromatic at times.

The silencer will ensure that you don't alert any other guards.

> Velvet Assassin continued

shadows to be of much help – you'll need to break their line of sight to put a stop to their investigation.

The game offers a few tweaks to the standard stealth template. Pick up morphine syringes and you can freeze time – press X and the environment will bleach out, as Violet appears in her nightgown, surrounded by floating blood cells. As a red bar runs down you can essentially get a free kill – useful if you've inadvertently alerted anyone or you've got a guard who just won't do the decent thing and turn around. There are also collectables like signet rings and lighters – these items award Summer experience points which can be spent on increasing her skills – extending morphine time, or allowing her to move a little quicker while sneaking around.

The intense atmosphere, with the haunting soundtrack

building a real sense of dread, is very reminiscent of PS3 horror Siren: Blood Curse, while soldiers chatter away authentically in their native tongue. Checkpoints are, on occasion, spaced a little too far apart, and it's almost always instant death if you're spotted, but this is accomplished and intense stuff, with a surprisingly compelling story which sets it apart from your average genre title.

When do we get more?

It's due out very soon indeed. Sadly review code wasn't available at the time we went to press, though.

Anything else to declare?

Summer can collect letters which provide helpful info, as well as adding a bit of background flavour. After offing a officer, we felt a little guilty upon discovering a letter he'd just written to his wife.



Kelly
HU

SAMUEL L.
JACKSON

Ron
PERLMAN

WWW.AFROSAMURAI.EU

IN

AFRO SAMURAI[®] THE VIDEOGAME

MUSIC SUPERVISED BY **RZA**



PLAYBACK OPTIONS:

**NOTHING PERSONAL.
IT'S JUST REVENGE.**

AVAILABLE 27/03/09

18+
www.pegi.info



XBOX 360

PLAYSTATION 3

PLAYSTATION 3

namco

AFRO SAMURAI © & © 2006 TAKASHI OKAZAKI,
GONZO / SAMURAI PROJECT.
PROGRAM © 2009 NAMCO BANDAI GAMES AMERICA INC.



CONTROL →



OVERLORD II

Publisher: Codemasters

Developer:

Triumph Studios

Heritage: Age of Wonders series, Overlord

Link: www.codemasters.co.uk/games/?gameid=2804

co.uk/games/

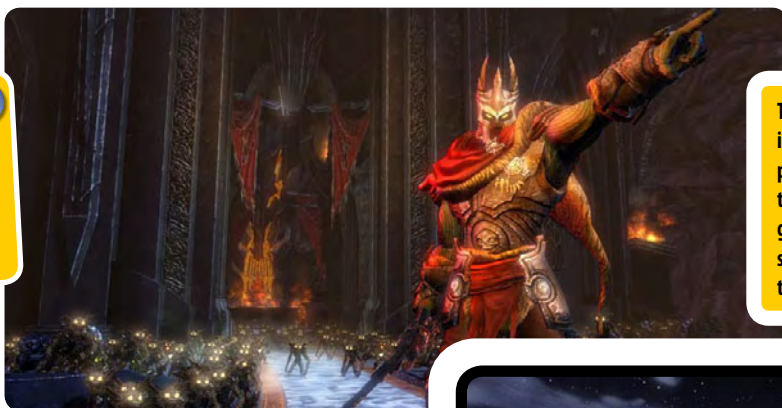
?gameid=2804

ETA: 30th June



This Yeti's barrel-hurling exploits are a cheeky nod to Donkey Kong.

PREVIEW FEEDBACK!
Click here to tell us what you think of Overlord II



The Overlord himself is a little more powerful-looking than in the first game, though he still prefers others to do his dirty work.



Characters are charismatic and oddly charming for a game that's all about evil deeds.



FIRST LOOK

Overlord II

Hands-on with the minion-flinging sequel

What's the story?

While getting hands-on with Operation Flashpoint: Dragon Rising, Codemasters invited us for a quick shuftie at the Rhianna Pratchett-scripted Overlord II, which is due for release this summer and is looking... well, a lot like the original, truth be told. Only better, of course. This time, with the original Overlord being stuck in an abyss, his offspring – known as the Overlad – gets control of dad's impish cronies, and soon grows up to become as evil as pa. Though he's up against it – the newly-established Glorious Empire isn't in any mood to be overthrown and so you'll be battling centurions with swords and shields, just as often as sending your demonic followers to beat baby seals to death. And yes, that last bit actually happens.

What do we know?

There's something oddly Fable-esque about Overlord's world. Perhaps it's the characterful creatures and environs – and with some pleasing weather effects and some nice variety in locations, it's a nicer-looking game than the original.

Gameplay-wise we're on familiar ground, though the game has undergone a series of refinements after Codemasters listened to fans' criticisms of the original. These improvements range from the small (an on-screen mini-map) to more significant changes, such as minions getting their own mounts – which will make your evil army faster and more powerful. Your underlings also have more appropriate AI behaviour, being more aware of their preset roles – so your blue healing imps won't go steaming into battle alongside the brown soldiers, while the green assassins will nip round the back for sneaky attacks.

The so-called 'minion mounts' look great – ferocious, snapping wolves for the browns, spiders for the greens, salamanders for the reds and a secret not-yet-revealed ➤



OVERLORD



"Would a demo be too much to ask for? Codies aren't telling just yet, but we wouldn't be surprised to see one"

To be honest, we don't fancy their chances much – despite the fact that they've got shields and armour.

With plenty of technical and gameplay improvements, Overlord II looks like a worthy sequel to an underrated original.

If your minions find a steed, they'll automatically clamber aboard.



This arachnid looks like a fearsome enemy, but her offspring turn out to be handy mounts for your green minions.

> Overlord II continued

creature for the blues. They're guided with the right stick – in the first stage we tried, we swept them around to take out more distant targets. Pressing the Left bumper and moving the Right stick also affords players full camera control, though we didn't really need to adjust it at any point while we were playing.

When do we get more?

It's out at the end of June. Would a demo be too much to ask for? Codies aren't telling just yet, but we wouldn't be surprised to see one around the game's release. Fingers crossed.

Anything else to declare?

Possession obelisks give you the chance to literally lead by example – becoming a minion to guide your fellow troops around. As the green stealth assassins, we were able to gather our fellow imps around a flag, which made them undetectable to enemies – perfect for springing surprise traps!



GUITAR HERO®

WORLD TOUR

UNLEASH YOUR INNER ROCKSTAR!



WIRELESS GUITAR CONTROLLER:

Re-designed for the ultimate playing experience, including:

- Neck slider for nailing the most intense solos
- Dedicated star power button and re-designed controls for improved gameplay
- Interchangeable faceplates for customising your look*
- Also compatible with Guitar Hero® games for the Xbox 360®



WIRED MICROPHONE:

- Sing along using the mic and infuse your own style into the music

**ROCK OUT ON THE GUITAR CONTROLLER
OR ADD A DRUM KIT CONTROLLER AND A MIC
FOR THE BAND EXPERIENCE**

WIRELESS DRUM KIT:

The most authentic drums available, including:

- Quiet surfaces so you can hear the music
- Pressure-sensitive pads allow creation of a wide range of sounds
- Authentic arrangement of the pads to mimic an actual drum set with raised cymbals



PLAYBACK OPTIONS:



Create your own rocker, choose from your favourite Guitar Hero icons or take the stage as the biggest rock stars around.



Compose, record, edit, and share your own music online. Download and play community-created content for free! **



Rock out solo, with another guitarist or with a band. Kick it up with 4 vs. 4 Battle of the Bands play. **

COMING AUTUMN 2008

*Additional faceplates sold separately **Some features may be limited in the Wii™ and PlayStation®2 Guitar Hero World Tour games



PlayStation 2

PLAYSTATION 3

XBOX 360 LIVE

Wii

NINTENDO DS

VICARIOUS VISIONS

GOAT

redoctane

Guitar Hero® World Tour © 2008 Activision Publishing, Inc. Guitar Hero, Activision and RedOctane are registered trademarks of Activision Publishing, Inc. Patents Pending. "12", "PlayStation" and "PLAYSTATION" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. Wii AND THE WII LOGO ARE TRADEMARKS OF NINTENDO. All other trademarks and trade names are the properties of their respective owners. All rights reserved. Activision makes no guarantees regarding the availability of online play, and may modify or discontinue online service in its discretion without notice, including for example, ceasing online service for economic reasons due to a limited number of players continuing to make use of the service over time.

ACTIVISION
activision.com



CONTROL →



OPERATION
FLASHPOINT
DRAGON RISING

Publisher: Codemasters
Developer: Codemasters
Heritage: Operation Flashpoint, Heatseeker
Link: www.codemasters.co.uk/flashpoint/index.php
ETA: Summer

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
**Operation
Flashpoint:
Dragon Rising**

EXCLUSIVE HANDS ON & SCREENS

Operation Flashpoint: Dragon Rising

We feel the fear on the frontlines in Codemasters' ultra-realistic FPS

Closer to war than you would ever want to get... is Dragon Rising's slightly off-putting strapline. Within just a minute of our host's demonstration of the game, it becomes clear that it's probably fairly accurate. Those brought up on Call of Duty, unloading round after round from short range into opponent faces will find that running and gunning – and nipping back into cover to recharge your health – gets you absolutely nowhere. We're told that the shotgun, often the meatiest and most satisfying weapon in most shooters, is actually one of Flashpoint's worst. Headlong charges towards your enemies result in almost instant death, and even our more cautious host is soon sent sprawling to the floor, as a distant foe catches him with a perfect rifle shot to the neck, his avatar having popped his head out of cover for merely a few seconds to issue orders to his squadmates.

So far we've only tackled the war as ground troops, but you'll need to co-ordinate with vehicles and aircraft in the later stages.



"Those brought up on Call of Duty will find that running and gunning gets you absolutely nowhere"



There's an almost fetishistic attention to detail on the weaponry – and, indeed, on the uniforms each army wears.



OPERATION
FLASHPOINT
DRAGON RISING



**EXCLUSIVE
SHOT!**

The distant rumble of a tank is enough to get you and your team-mates scrambling for cover.

Team members have their own defined roles – from marksman to machine-gunner.



**EXCLUSIVE
SHOT!**



**EXCLUSIVE
SHOT!**

**ROLL OVER
THE BIG
PICTURE**

"Each level, as you progress up the ranks to eventually become a Commander, is unscripted"

geopolitical significance than its topography, the developer using the satellite imagery of an island off the coast of Alaska which had better terrain variety. At 220 square kilometres, it's not large in real-world terms, but as a game environment, it's huge – taking roughly three hours to cross by foot from end to end. It's not just for show, either, as it's entirely free to explore during the missions, while your briefings merely hand you an objective and allow you to complete it as you see fit. So if you want to wander off the

beaten track to keep you and your four-strong squad safe, then you can do so. Each level, as you progress up the ranks to eventually become a Commander, is unscripted – objectives won't change, but enemy behaviour will.

We're told Flashpoint was recently demoed to over 2,000 US marines, most of whom initially approached the game with a gung-ho Call of Duty mentality, and were pleasantly surprised when bullet wounds turned out to be a little more than just a minor inconvenience. The realism of the ballistics system and the physical impact of each round informs your approach to the game – quite simply, you have to be careful or you'll die. There's no hit-point system *per se* – should you get shot, a series of complex calculations based on the type of weapon, the caliber of

> Dragon Rising continued

"It's all about putting the fear back into the FPS," we're told. It's fair to say it has that concept well and truly nailed.

Skira Island, a small landmass just north of Japan, is the setting for the game. It's long been contested between China, Japan and Russia, and it seems it's been chosen more for its



OPERATION
FLASHPOINT
DRAGON RISING

> Dragon Rising continued

ammunition, the thickness of your protective armour and more will decide just how much damage you take. Of course, it all depends where you get hit, too – a single bullet to the skull and you're a goner; one to the legs and your movement will be impaired; take one in the arm and your aim is affected. Some injuries must be dressed to prevent bleeding to death – you're given field dressings to tend to your own wounds, although you can call for medical assistance from team-mates.

Because it's not just your life you have to worry about, but that of the three marines accompanying you during the missions. There's a radial interface to give them instructions – you can bark out orders for them to move into position, lay down suppressing fire, to regroup around you or a number of other tactical options which we admittedly didn't really get

time to test. That's because our hands-on time with the game reduced us to jittery, panic-stricken fumbling and retreating as we desperately tried to survive against our fearsomely intelligent foes – constantly flanking, backing off to cover, and advancing in numbers when our team of four turned into two scared sitting ducks, light on ammo and energy and digging in when our better instinct was telling us to run. Naturally, when we finally decided to back off, we were picked off as we hobbled towards the apparent safety of the tree line. The 'restart mission' option taunted us for a second time...

Back once again for more punishment, this time the mission is a qualified success – 14 enemies are routed and we're able to progress, but at the cost of three good men. The next objective – a field filled with burned-out tanks and a People's Liberation Army force of greater





OPERATION
FLASHPOINT
DRAGON RISING

ROLL OVER
THE BIG
PICTURE

EXCLUSIVE
SHOT!

Enemy AI is top drawer, moving out of sight or range when fired upon and often surprising you with clever flanking manoeuvres.

You won't see many bright colours outside the yellow of the game's interface.

> Dragon Rising continued

numbers – and we keep a single teammate alive until the end. We feel totally exhausted, and yet utterly elated – or is

it just relief? Oh, and this is on Easy mode. Make no mistake, Dragon Rising is as hardcore as they come.

Though the game's lowest difficulty is a bit of a misnomer – the enemy AI is

no less intelligent, you're just given more visual cues as to your current situation. Red arrows on a compass at the top of the screen show the direction of enemies in the line of sight of either you or your men, while the tactical map – accessed via a tap of the back button – shows the movement of the PLA troops you've spotted. Up the difficulty, and you won't be able to keep track of your squadmates' health, nor enemy positions. Take it up to Hardcore level and you won't even have a crosshair. If you like your combat ultra-realistic, then you've definitely come to the right place.

Realism is very much the name of the game, with an attention to detail bordering on the obsessive. Real world weaponry is modelled to every curve, ridge, notch and scuff-mark. We're

informed that enemy camouflage was recently adjusted after the developer received notice that the PLA were using new uniforms. But it's not the cosmetic touches which impress the most. One example of the game's authenticity is how the ammunition system works. Reload before the chamber is empty



OPERATION
FLASHPOINT
DRAGON RISING

"Dragon Rising has a very different mindset from your average first-person shooter"

There's a pleasing variety in the game's environments, with natural surroundings contrasting with abandoned settlements.



You'll have to factor reload times into your combat strategy – far more so than in any other shooter.

> Dragon Rising continued

and you might later find yourself slotting in a round containing just a few bullets. On the higher difficulty levels where visual aids are turned off, you'll have to start counting your shots.

Flashpoint's presentation is terrific – menus feature stark black and white shots of war with yellow highlights, and

that consistently mature look carries over to the in-game interface. The detail-packed visuals have a slightly bleached-out look that's reminiscent of recent gritty Hollywood depictions of war – the overall look is Band of Brothers by way of Generation Kill. Audio is economical but effective – after a while you'll be able to tell which bullets are flying past your ears and



Be prepared that firing shots will get you spotted pretty sharpish – tracer fire is easily noticed.

which weapon fired them, simply from the sound they make. Dialogue is placeholder at present, but your men keep it simple. Don't expect macho posturing and excessive profanity; do expect orders and intel screeched at top volume, with just the odd expletive to add urgency.

It's a very different mindset from your average first-person shooter, but it's precisely this approach which makes Flashpoint feel so refreshing. It's possible to complete missions without ever firing a bullet, should you happen to be a bit of an expert in modern

military tactics – there's even an Achievement for doing so. Or if you're more into multiplayer shooters, perhaps you'd prefer the chance at playing through the campaign with up to three friends. Some will undoubtedly feel that it sounds like too much effort, but they'll be missing out on what's almost certain to be among the best shooters of 2009. When everyone else is enjoying the sunshine this summer, we'll be hunkered down in a muddy ditch, scrabbling around enemy corpses for ammo as bullets fizz by... and loving every minute of it. ●

360Zine

OPERATION
FLASHPOINT
DRAGON RISING

HOW COMPLETE?

80%

FIRST IMPRESSIONS

90%

War is hard, and here's the proof

EAT THAT FAT BOY!

25 YEARS OF GAMING GOING UP IN SMOKE

COMING
SPRING 2009

www.WeaponsOfMattDestruction.com



PLAYSTATION 3



XBOX 360 LIVE



©2008 D3 Inc. and Vicious Cycle Software, Inc. Published exclusively by D3Publisher of America, Inc. worldwide. D3Publisher and its logo are trademarks or registered trademarks of D3Publisher of America, Inc. Developed by Vicious Cycle Software, Inc., Vicious Cycle Software, Inc. and its logo are trademarks of Vicious Cycle Software, Inc. All rights reserved. All other trademarks are property of their respective owners. Microsoft, Xbox, Xbox 360, Xbox LIVE and the Xbox logos are trademarks of the Microsoft group of companies. "PlayStation", "PLAYSTATION" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



PLAYBACK OPTIONS:



Get ready for the return of the most popular
videogame hero...of the 1980s.

Matt Hazard is staging his "comeback" against
his retro enemies in a hilarious parody of the
last 25 years of gaming

Starring the voices of Will Arnett
and Neil Patrick Harris



PLAYSTATION 3



XBOX 360

XBOX LIVE



CONTROL →



STAR OCEAN:
THE LAST HOPE

Publisher: Square-Enix
Developer: tri-Ace Inc
Heritage: Star Ocean series
Link: <http://na.square-enix.com/starocean>
ETA: June

HANDS ON

Star Ocean: The Last Hope

All at sea again...

In the hallowed pantheon of Japanese role-playing games, there is Final Fantasy and there is Dragon Quest. And with worldwide sales of 85 million and 47 million respectively, nobody is going to argue with them. However, Square-Enix is also home to another revered RPG series, the lesser-known Star Ocean, which first reared its elaborately coiffed head back when Blur and Oasis were squabbling.

And if you thought that Japanese RPGs consisted of spiky-haired characters, reams of text, interminable dialogue, random battles and twee villages then the Star Ocean series would do little to dissuade you from that view. However, despite any preconceptions, they do have an uncanny ability to draw you in, and before you know it you're eating berries, buying jam, wandering around caves and saving barely pubescent girls from grizzly bears. For about 45 hours.

Ignoring the Japanese-only Game Boy Color title, the Star Ocean series is

essentially a trilogy, which came to a conclusion on the PS2 in 2004. A couple of SNES conversions of the first two games recently popped up on PSP, and eyebrows were raised all round when it was announced that the fourth game proper was heading to

"The Star Ocean series is essentially a trilogy, which came to a conclusion on the PS2 in 2004"

You play the role of Edge Maverick. He's quite a guy.

おまえには 聞かなきゃいけないことがある

This is Edge's childhood friend, Reimi Saionji. She's gorgeous.

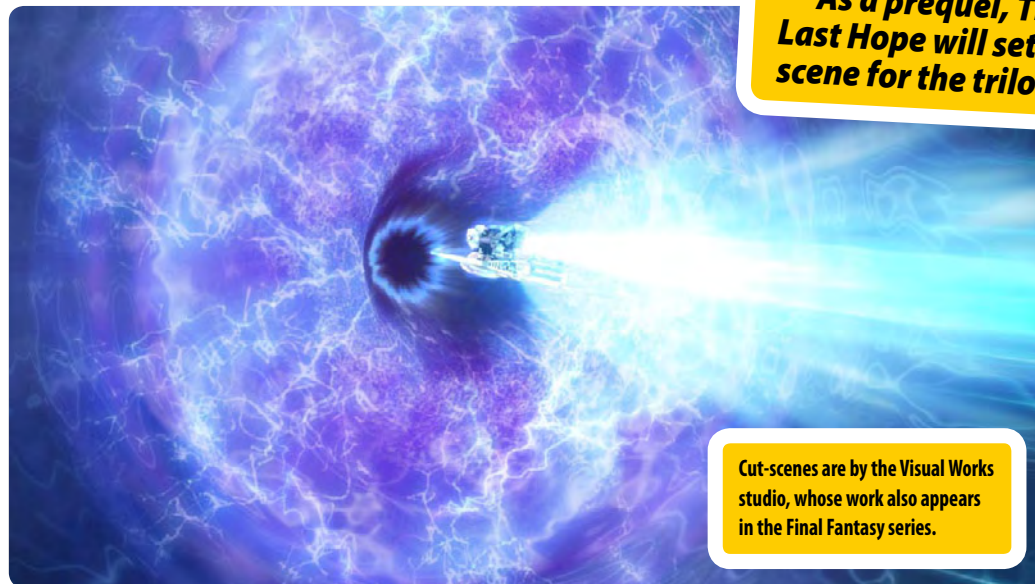
At 32, Bacchus D-79 is the old man of the group.

On your epic journey, you will often have to battle beasts.



Surely that's a little one-sided.

"As a prequel, The Last Hope will set the scene for the trilogy"



Cut-scenes are by the Visual Works studio, whose work also appears in the Final Fantasy series.

> Star Ocean continued

the 360, a machine that in Japan is held in similar esteem to a turd in a swimming pool. Star Ocean fans are apparently a patient and devoted bunch though, and The Last Hope

swiftly became the best-selling 360 game of all time in Japan. Originally announced for a spring release in Europe, this has now been confirmed as June. And on what must have been a particularly slow news day, it was reported that Square-Enix claimed that



The Rush combo gives you a boost of adrenaline in battle.

if the game was released before the Summer Equinox on June 21st then it was still technically spring. Whatever the season, it's a bold move attempting to compete with the British summer (or spring) with a game that will inevitably require you to put the hours in.

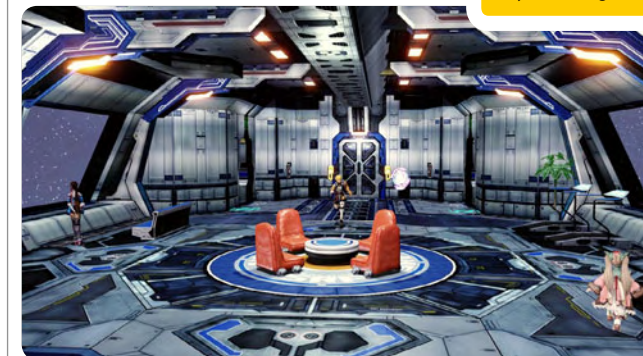
Setting the scene

As a prequel, The Last Hope will set the scene for the trilogy, and kicks off in cheery fashionable with Earth being all but destroyed by World War 3. With the surface of the planet reduced to a largely uninhabitable nuclear wasteland, the few remaining survivors head underground, for a full 23 years. During this time, warp drive technology moves on apace, to the extent that a voyage to the stars is planned, to boldly go in search of a new gaff. This is where you step in, playing the role of spiky-

haired, sword-wielding 20-year-old, Edge Maverick, at the helm of one of five ships to set off from their moon base into the wormhole and beyond, thus representing humanity's last hope.

Clearly there are parallels with Star Trek – or indeed the vastly superior Space 1999 – in terms of storyline, but stylistically we are firmly in the realms of a Japanese RPG. There are five or

You can wander around your spaceship and chat to your colleagues.



STAR OCEAN
THE LAST HOPE

Different planets have different environments. This one's a bit nippy.

"It's not all about fighting, and some battles can be avoided, although you will eventually have to face the bosses"



You might want to turn the brightness down.

> Star Ocean continued

six environmentally diverse planets to visit, as well as an alien mothership. When we were wandering around a particularly rural planet, the man telling us how to play succinctly described the game as a Japanese version of Mass Effect, but more linear.

The obligatory random battles are in place, and we accrued a slight advantage by creeping up behind what look like a giant woodlouse. This instigated a battle, at which point three of Edge's squad-mates magically appeared to weigh in against the oversized bug. As with the previous Star Ocean titles, at this point you can switch between characters; simply tapping a 360 bumper to move to the next one. Aboard the ship, you have a full squad of eight – including the obligatory 15-year-old girl – as well as a particularly well-developed 22-year-old. Each has a distinct fighting style and special move, although The Last Hope is a completely single-player game.

Beat the boss

It's not all about fighting though, and some battles can be avoided, although you will eventually have to face the bosses. Elsewhere, you'll be able to collect resources from mining, and

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Star Ocean:
The Last Hope



"Your ears? I hadn't really noticed..."

create weapons and potions using the materials that you find – essentially a more organic approach than going into a shop and buying a bigger sword.

As pointed out, the story progresses in a fairly linear fashion as you travel from planet to planet, but you can nip back to a previous one if you want to level up. There are also some bigger decisions to face relating to the time paradox, such as whether it's morally right to influence a primitive society.

From our brief dabble, The Last Hope would appear to tick all the right boxes, with the experience brought to life by lush visuals and eye-pleasing scenery, including a particularly spectacular sunset. It might be the only sun you see this summer. Or spring. ●

360Zine

STAR OCEAN
THE LAST HOPE

HOW COMPLETE?

90%

FIRST IMPRESSIONS

80%

Big in Japan, but will we get our heads round it?

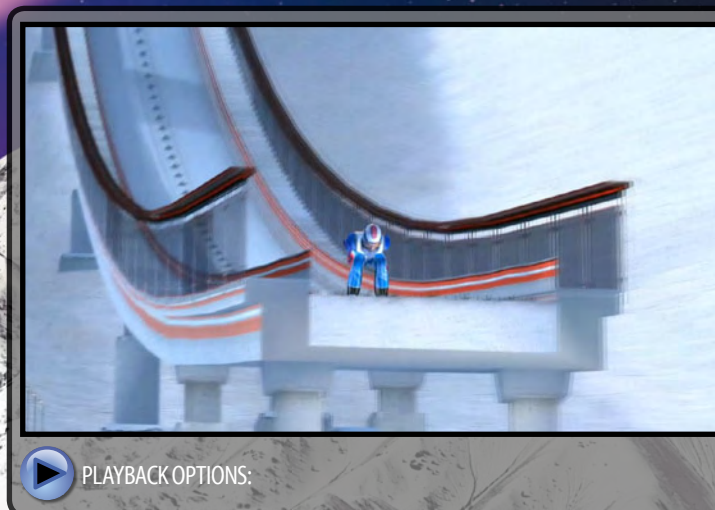


WINTER SPORTS

THE NEXT CHALLENGE 2009

Featuring an awesome collection of heart-pumping, adrenaline-fuelled winter sports disciplines!

Includes Snowboarding, Speed Skating, Ski Jumping, Bobsleighting, Curling, Figure Skating and much more!



Compatible with the Wii Balance Board™
for an enhanced gaming experience

Available 27-02-09



© RTL Television 2009, marketed by RTL Interactive GmbH. RTL Sports is a label of RTL Interactive GmbH. Developed by 49Games GmbH. Microsoft, Xbox, Xbox 360, LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. NINTENDO, NINTENDO DS, WII AND THE WII LOGO ARE TRADEMARKS OF NINTENDO.





STAR MAN

Something of a legend in Japanese RPG circles, *Star Ocean* producer **Yoshinori Yamagishi** spills the magic beans...



This ship represents mankind's last hope.



Obviously a low gravity planet...

The Last Hope recently became the best-selling Xbox 360 game of all time in Japan. Congratulations on that. Do you think that's a sign that the console is being accepted there or is it testament to the power of the *Star Ocean* series?

Obviously the success at the moment is limited to Japan, but I heard we had recorded the highest ever sales in Japan. Whatever the platform is, I believe that the main reason is our fans have been waiting for another *Star Ocean* game.

What is the history of the series? Is it one of the big RPGs in Japan?

The *Star Ocean* series is not the most popular RPG series in Japan – obviously you may have heard of *Dragon Quest* and *Final Fantasy* – also our IPs, that are the most popular ones.

Why was the 360 chosen as a platform for the game?

The reason why we chose this platform for this game is quite simple: because Xbox 360 was offered first among the current-gen consoles.

It's a very traditional-looking RPG, but what differentiates it from *Final Fantasy* and *Dragon Quest*? What makes *Star Ocean* stand out?

I think that the main difference is that this game has got completely real-time action-packed battles, as opposed to *Dragon Quest* and *Final Fantasy* where you have to enter your command and the battle is not all real-time but more turn-based.

The biggest deal recently in RPGs was *Fallout 3*. This is almost the exact opposite type of game. So do you think the Western world will embrace *Star Ocean*?

You say they're different type of games but I think that the main thing about RPGs is the fact that a lot of



Switch between characters in the heat of a battle.





Some kind of alien mothership, at a guess.

"This game has got a really action-focused element to the gameplay"



You're gonna need a bigger sword...

> Interview continued

emphasis is placed on the storyline, and that is definitely the case with our game, with Fallout 3 and also lots of games made in North America as well.

This game has got a really action-focused element to the gameplay, which we expect to cater for European gamers needs as well.

Do you think videogames can portray stories as deep and meaningful as other mediums, such as books and films?

Speaking from the side of the creators, it's more of a challenge if you want to produce a videogame which actually has a story. When it comes to film, TV, theatre and things like that, it's easier to control the emotions expected from the viewer. In our case, we always have to predict how players might react to each part of the story.

In your game, and Japanese RPGs in general, most of the dialogue is conveyed by text, which isn't generally the case in Western-developed games. Do you think that will put some Europeans off, having to read reams of text?

You're right. All the chat when you're in town is in text, but if we were to do it as voices then people would find it a bit irksome, as you have to go around talking to a lot of people to collect the information you need.

What are your hopes for this game in Europe? What would be considered a success?

I haven't got any exact figure in mind, but if this title does almost as well as any Final Fantasy title I would consider it a success. It is my motto to set my targets quite high.

This game is called The Last Hope. Does that mean that this is the end of the line for Star Ocean, or is there more to come?

The title The Last Hope only refers to the airships in this game that represent the last hope that mankind has for survival. We haven't got any specific project yet but we'd like to continue the series. ●



Publisher: Square-Enix
Developer: tri-Ace Inc
Heritage: Star Ocean series
Link: <http://na.square-enix.com/starocean>
ETA: June



Actual humans may differ.



Star Ocean Producer Yoshinori Yamagishi. He's kind of a big deal.



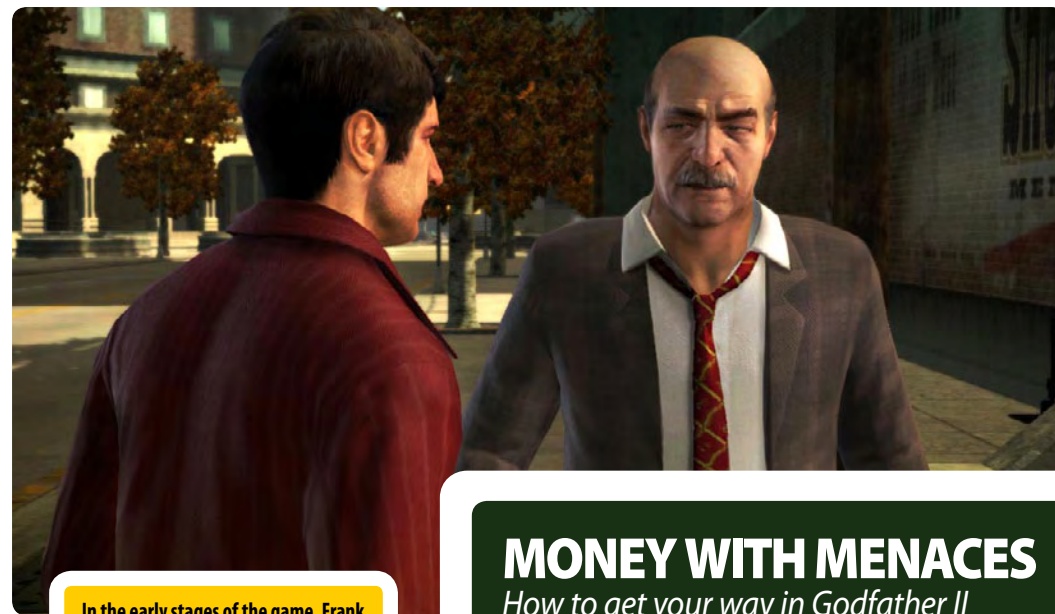
Godfather II

No messing with this Don-sim

If you missed the first Godfather game, then you really should congratulate yourself. It flattered to deceive, as EA's Redwood Shores development team promised all manner of pioneering technologies which seemed to have disappeared by the time it came out, and it proved to be just a GTA clone which, when the short storyline petered out, descended into a messy, even dull, turf-wars game. The politest way to look at it would be as a dress-rehearsal for Godfather II though, as the second instalment is

something of a corker, which does much more justice to one of the best-loved films ever.

It is still, of course, reminiscent of GTA in many ways, but it has clearly benefited from some deep thought into what we might actually want from a Godfather II game. So, while you can run around doing what a Mafioso does, there's also a whole, beautifully structured, layer of gameplay which basically lets you enjoy all the fun aspects of being a Don – you know, running crime rings, seeing the money



In the early stages of the game, Frank Pentangeli operates as a kind of walking tutorial. Once he gets whacked, you're on your own, though.

flow in, waging war against other families, corrupting cops and public officials, building a crack team of thugs and making the whole city your sordid playground. Heaven indeed for Mafia-obsessed megalomaniacs. And if you don't reckon you're one of those, you're lying to yourself.

Reassuring familiarity

We've all seen the film, so we know what is going to happen, but the way in which Godfather II presents the story is interesting. The start of the game is reassuringly familiar, with the big meeting of the families in Cuba – which goes pear-shaped. Except your character, Dominic, is picked by Michael Corleone as the new New York Don – ➤



Hitting the Left bumper while driving instructs your soldiers to fire out of your car at whatever targets they can find.

MONEY WITH MENACES

How to get your way in Godfather II



Brawling engine

Stitch this!

Under pressure

Brawling engine

As in the first game, Godfather II has a brawling engine – obviously, any self-respecting Goodfella has to be handy with his fists. When unarmed, the Left trigger launches a left-handed punch and so on. The system is satisfyingly responsive this time around.



Take over a rival family's business and they'll retreat to their mansion. To put them out of business you have to then go and blow it up – with them in it!



If you run side-missions for randoms with key icons above their heads then you'll be rewarded with the info required to take out Made Men from rival families.



Pressing left and right triggers enables to grab whichever character you're facing.



> Godfather II continued

working under him, of course. Once you've escaped from Havana, it's time to regroup at the Corleone mansion, and to start earning the reputation that befits a Mafia Don.

First up is recruiting a Soldier – and here, Frank Pentangeli, who operates as a sort of mobile tutorial at the start of the game until he gets whacked, as in the movie, helps. Soldiers are crucial as each has a special skill, such as arson, explosives, safecracking or engineering, so you need to choose them wisely. As you progress through the game, you

unlock slots for more Soldiers, and you can pay to upgrade all manner of their (and your) skills, plus promote them in your hierarchy. Your first task in the game is to take over rival Don Carmine Rosato's businesses, generating crime rings in the process – groups of businesses that act as fronts, enabling you to make extra money from drugs and prostitution. Once you take Rosato's businesses over, trash the whole Rosato compound and then take him and his Soldiers out, you get to expand to other cities.

"The key mechanism which is new to Godfather II is called Don's View"

The key mechanism which is new to Godfather II is called Don's View. It's the single thing which elevates the game above the ranks of a mere GTA clone. Its initial page is a rather snazzy 3D map, which lets you do GTA-type things like set waypoints and find out

more about businesses. But press X, and you open a menu system which is the heart of the game. Here you'll find, for example, Family Trees, which let you manage your Soldiers, but also view the teams of rival bosses. Taking out Made Men is a great way to weaken rival Families, but has to be done skilfully. You need to get intel on them by doing side-missions for random characters (identifiable by a key icon above their heads), then taking them out in specific ways, otherwise they will merely be hospitalised for a while. >

FREEZE FRAME

Taking you through the game one step at a time



5 MINUTES

The action starts in Cuba, at a meeting of the families. Your first task is to fight and shoot your way to the airport.



15 MINUTES

To expand you must take over all Carmine Rosato's businesses – such as this joint, which claims to be a bakery.



30 MINUTES

Taking out rival families is easier if you kill their Made Men – but you need to find out how to execute them.



1 HOUR

Next stop is Miami, where the infamous Hyman Roth sets you up with a safe-house.



2 HOURS

Eventually you return to Havana, by which time you've recruited a group of Soldiers and Capos.





Certain characters in the game will submit to your extortion if you merely threaten them with a gun. If you threaten them to within an inch of their life, but without killing them, you will earn a cash bonus.



> Godfather II continued

Don's View lets you go through your books, flip from city to city, manage your businesses (if you don't assign enough guards, they'll be taken over) and loads more besides. It's brilliantly structured and makes being a Don really pleasurable.

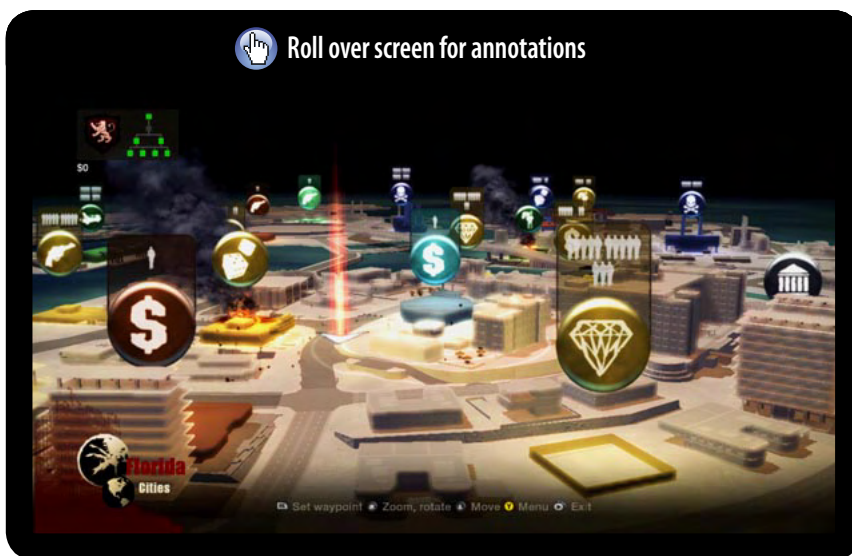
Seriously impressive

Godfather II is seriously impressive in all the most important areas. It looks pin-sharp (albeit in a slightly textureless way) and the control system is vastly improved over the original game. The targeting, in particular, works well – you can auto-target, but if you go manual then you'll find a great combination of responsiveness and accuracy. The cars' handling is much better than it was – in keeping with the 1970s setting. As befits a Don, you start off with an impressive array of weaponry, which grows, and weapon selection is well thought-out. The cover system, though, is erratic and dodgy. Story-advancing cut-scenes are short, but give welcome reference back to the film.

Overall, Godfather II offers pretty much everything that the original game promised but failed to deliver. It feels like a proper labour of love, putting you at the centre of the film in a cleverly structured manner, before you strike out into an open-world Don-simulator. Just what Scorsese-loving gamers have always wanted. ●

Steve Boxer

Roll over screen for annotations

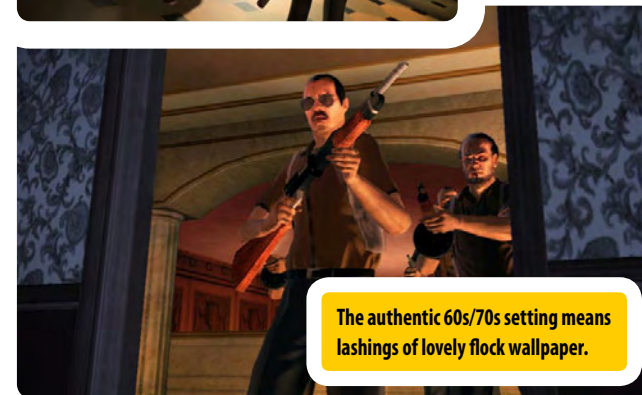
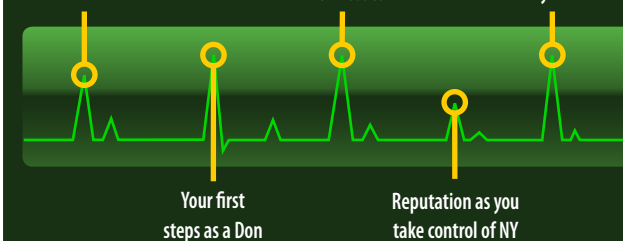


PULSOMETER *Signs of life*

Instant Cuba action

Full-on war with Rosato

Now the city is yours



The authentic 60s/70s setting means lashings of lovely flock wallpaper.

360Zine Verdict

It's the Don – quite literally

- Really makes you the Don
- Slick looks and control system
- Dodgy cover system

88%





Wheelman

Fill 'er up with Diesel

Anyone who's seen the likes of Babylon AD or The Pacifier could be forgiven for not getting their hopes up too high for a game featuring gravel-gargling man-mountain Vin Diesel. Yet with this and the forthcoming Assault on Dark Athena, old mono-voice may well have found his forte.

The man most know as Richard B. Riddick has always had screen presence – Pitch Black and his cameo in Saving Private Ryan prove that – and that carries over to both games. Here he's ostensibly playing the good guy, though as the wheelman for a series of

shady Catalan gangsters, he gets up to more than his fair share of trouble. But every time that voice emerges from your TV speakers, halfway between a growl and a purr, it's impossible not to smile. And that goes for the rest of the game, too. It's like a hyperactive teenager – the bastard child of Taito's Chase HQ and Sega's Crazy Taxi, raised on a diet of GTA and European action movies. Belting through Barcelona with goons on your tail, pulling handbrake donuts through pavement restaurants and sending benches and parasols flying, hitting boost and screeching away and over ramps, then spinning

"The game is like the bastard child of Chase HQ and Crazy Taxi, raised on a diet of GTA and European action movies"

round and shooting out tyres with your gun, sending bikes and cars bumper-over-bonnet and their occupants spiralling through the air... it's gloriously silly, unpretentious fun.

The setting helps. Fake Barcelona is a pleasure to drive around, partly because its road network is interesting, partly because it's so dazzlingly colourful. The blue skies, the buildings and the cars all seem to



The Chulos Canallas are instantly recognisable by their fierce tempers and garish green-and-yellow vehicles.

JUMP IN MY CAR

Airjacks, tyre tracks and turtle wax – the art of the wheelman



Step outside



Package deal



Leap of faith



Step outside

Air-jacking is simple when you're 'upgrading' your vehicle, less so when you're tailing a fugitive who's determined to get away. Stay behind them and an indicator turns from red to green – that's your cue to press B to clamber aboard.





> Wheelman continued

have been beamed in from an old-school Sega game. It's still recognisably Unreal Engine, Diesel's character Milo runs like he's soiled himself and the NPC models are lacking in detail (at least compared to our protagonist, rendered lovingly down to his facial pores) but it's still nice to look at.

Familiar territory

Storywise we're in fairly familiar territory, with various ne'er-do-wells calling upon Milo to drive (and occasionally shoot) his way through a series of objectives involving informants, drug deals, thefts and other such naughtiness. It never really lets you get a proper handle on the characters, as a new one seems to be introduced every five minutes, and it's difficult to keep track of who's double-crossing who, but while it lacks the elegance of GTA, it's miles away from the thuggishness of a Saints Row, and it pleasingly keeps the profanities to a bare minimum. Indeed, every time a situation threaten to turn nasty, Milo

Breaking line of sight with the police is one way to shake them off – alternatively, you can just smash them to oblivion.



can often be found to step in to prevent it getting too serious.

Besides, the plot is just an excuse to screech around the streets of Barcelona – sometimes you're the pursuer, sometimes you'll have to lose the enemies on your tail. You might have to drive quickly to scare information out of someone, or to follow an armed biker at a safe distance before stealing his ride. There's nothing particularly new here, but it mixes its ideas up well, and bolsters them with a fistful of really

good ideas – some so forehead-slappingly obvious that you'll wonder why no other game has done them.

Car combat

For starters, there's the car combat. The right stick is used to quickly shunt your car to either side – which doubles as a way to smash into targets or as a quick swerve to avoid obstacles – while pushing it forward allows Milo to rear-end any troublemakers. It's difficult to overstate quite how brilliantly satisfying



Cut-scenes are generally well-directed and well-voiced.

this is, especially the brief cutaways of the biggest and best takedowns. Burnout's smashes might look better, but the input required lends this a pleasing physicality. Then there's the Aimed Shot and Cyclone – build up your focus gauge with skilful driving and a tap of Up or Down on the D-pad allows you to shoot enemies in front or behind in slo-mo. Finally, there's the air-jacking – follow a vehicle for long enough and from a certain distance, and Milo can leap across and commandeer it, kicking the driver out and grabbing the wheel in one swift motion. It's utterly daft, and all the better for it.

FREEZE FRAME

Taking you through the game one step at a time



5 MINUTES

A brief cut-scene and you're straight into the action, driving a beautiful criminal away from the police.



30 MINUTES

A couple of missions into the game, and you'll be pleased to hear that the action's starting to really hot up.



4 HOURS

It's called Wheelman not Gunman. To be honest, the shooting stages didn't impress us much.



7 HOURS

Taking on those side-missions – Contracts and Fugitive prove particularly addictive.



10 HOURS

Story mode over and it's time to go S-rank-chasing, getting all the upgrades you can lay your hands on.





Firing while driving is a little awkward – you'll automatically lock on, but it's easier to build up your focus and go for an Aimed Shot or a Cyclone instead.

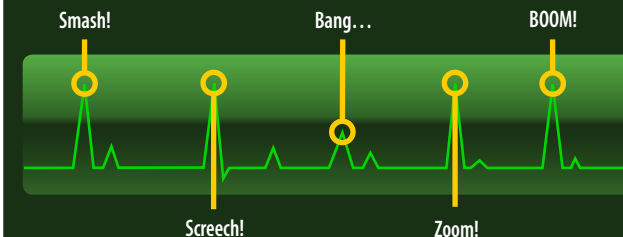
Roll over screen for annotations



> Wheelman continued

Even when the pace slows a little, it's a delight – a scooter chase through sidestreets and alleyways makes a pleasant change from barrelling down long roads avoiding traffic, while one particular heist involving a truck turns into absolute carnage. The handling is absolutely spot-on too, eschewing realism for a super-responsive arcade style which allows for some serious showboating. It's perfect for the various side-missions, which adopt a ranking system, with precision timing required to achieve A or S ranks. And they aren't just sidelines for the score-chasers –

PULSOMETER *Signs of life*



good performances will unlock upgrades to vehicle performance, health, attack power and your focus gauge.

It's only when you step outside your vehicle that things go awry, with some competent but thoroughly forgettable third-person shooting sections often set in such uninspired locales as warehouses and abandoned train stations. Yet the controls are fine, the lock-on works a treat, and they're mostly pretty brief diversions to break up the near-constant driving. At probably around ten percent of the game, it's not enough to ruin what would have been one of the best things Midway has ever published. As it is, Ubisoft's gain is ours, too. ●

Chris Schilling

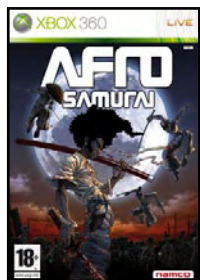
360Zine Verdict

Wheely good fun

- Terrific vehicle handling
- Fantastic car combat
- Generic shooting sections

89%





Afro Samurai

Way of the exploding ninja

You may or may not be familiar with the Afro Samurai franchise, but in a nutshell it's a bizarre hybrid of Manga and hip-hop featuring the voice of Samuel L Jackson and the music of The RZA from the Wu-Tang Clan. Both are onboard for the game, which involves a surreal quest for a mystical headband. In gameplay terms, it involves just this: go somewhere, maybe solve a rudimentary puzzle, have extensive sword fights with a huge numbers of ninjas, defeat a boss, go somewhere else and do the same all over again.

Publisher: Namco

Bandai Games

Developer: Surge

Heritage: None

Link: www.namco.bandainames.com/games/afrosamurai
OUT NOW

To throw in some comparisons, there's a bit of jumping and wall running in the mould of Prince of Persia, and the sword fights are vaguely comparable to the frenzied action of Devil May Cry. Initially straightforward, special moves are unlocked as the game progresses, and stringing combos together earns you the unoriginally named In-Focus power, whereby the screen goes black and white, time slows down, and with fairly simple timing you can rend your enemies asunder in spectacularly gory fashion, bisecting them across the



"Samuel L Jackson himself appears to show the way"



Afro Samurai's In-Focus mode in full effect.

waist (or even vertically) accompanied by gallons of claret.

What stops it resembling an episode of CSI is that all the blood-letting is done in the bespoke style of the original anime, with dollops of cartoon blood splashing the screen as you mow down every ninja in your path. Different enemies require different techniques, and the boss characters can usually be flummoxed by the old parry and counter attack sucker punch.

Button-bashing frenzy

Gaming snobs will inevitably dismiss Afro Samurai as an over-simplistic licensed product, and it's true that it does almost nothing that can be construed as original. It's largely a button-bashing frenzy, where Achievements come thick and fast, the bewildering story progresses linearly and you are even given the option of being told where to go, with Samuel L Jackson himself appearing in a puff of smoke to point the way, replete with a witty rejoinder.

BODY SHOP

Chop 'til you drop...



An arm and a leg



Off with his head

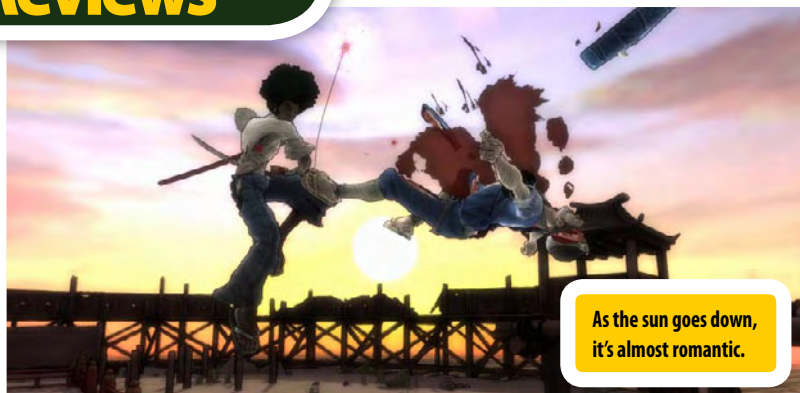


What a waist



An arm and a leg

With an adroit bit of swordsmanship, you can remove half of an enemy's limbs in one fell swoop.



As the sun goes down, it's almost romantic.



A wicker basket is no match for cold steel.

When the pendant glows, the rage is unleashed.



Enemies are colour-coded to show how long they take to beat.

> Afro Samurai continued

As a game, it's highly derivative, but as a piece of entertainment it's hugely original, and one of the more surreal experiences to grace the 360. Even with no prior knowledge of the cartoon, it's an extremely seductive world, with the music and voice talent elevating it above the ordinary. And it looks sublime, providing a consistent living cartoon with crucially no onscreen display. Your character's health is perfectly represented by how much blood is reddening his shirt, and even his pendant glows when you've acquired enough In-Focus power.

The action does eventually get repetitive, and it's single-player only, but for short bursts it's intoxicating stuff, and is arguably as good a game

"As a piece of entertainment it's hugely original"

PULSOMETER *Signs of life*

Looks and sounds great

Get the idea now

Thumbs hurting



to watch as it is to play. You'll probably tear through it over the course of a weekend, but for a rental you could do a lot worse. It may be bonkers, but it is original and huge fun, too. ●

Steve Hill

360Zine Verdict

Hip-hop plus Manga equals a victory for style over content

- Superb consistent visuals
- High production values
- Eventually gets repetitive

74%

Xbox Live Arcade Round-Up

Another thrilling game available for download today...

FIFA 09: Ultimate Team

Developer: EA Canada

Publisher: EA Sports Price: 800 MP (~£6.80)



"Ultimate Team might be one of the most surprisingly different downloadable content packs ever released"

Across between a trading card game, an MMO and a Panini sticker album, FIFA 09: Ultimate Team might be one of the most surprisingly different downloadable content packs ever released. It's also among the best, transforming a Master League-style experience into something fresh and unique, and incredibly compulsive.

The idea is that you build, trade and manage your own team with collectible card packs – you'll be handed a starter pack as you begin, and given the chance to create one single star player, who can play anywhere on the pitch. That done, you pick your squad from the cards you're given and start playing games online

or off to earn points to buy more cards, or to trade with other FIFA players over Xbox LIVE. You can also purchase booster packs with MS points, but that feels a little bit like cheating to us.

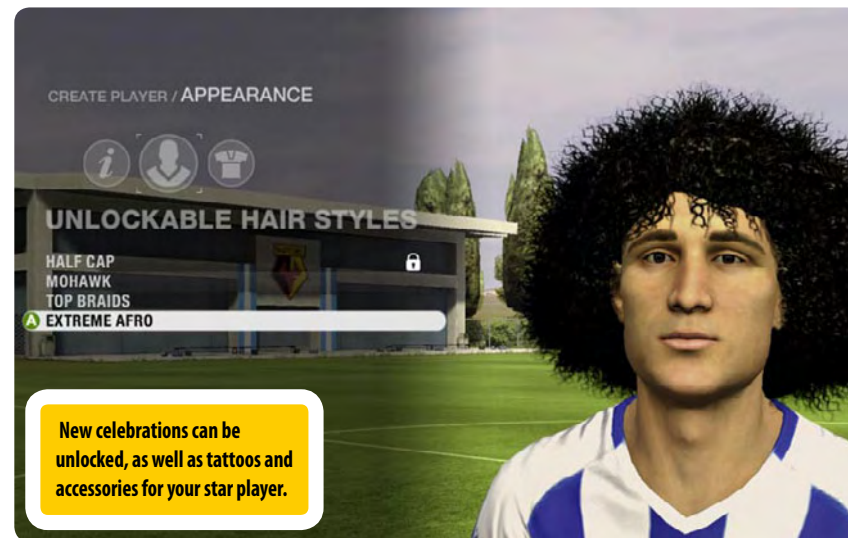
It's not just player cards you need, though – each player is contracted for a certain number of games, after which he's free to leave. You need to pick up contract cards to extend their stay, or keep them on the bench if you can't bear to lose them and you have no contracts to hand out. While it might seem a little more fickle than your standard management game, there are training cards to improve player ratings, so you won't necessarily

need to sell all your players once you earn enough to open new packs – ranging from cheaper bronze packs which house relatively low-ranked players and other bonuses, to silver packs which become available after six games, and gold ones which are the most expensive and come into play once you've completed 12 matches of the game.

Who's the boss?

The points you gain are based on a number of factors, ranging from goals scored through tackles completed to percentage you manage to stay in possession, and even whether the man of the match was on your side. Points are removed for red and yellow cards, fouls, offsides and goals conceded. And you get a bonus every time you complete a match, which dissuades quitters from disconnecting when they're getting hammered.

Team chemistry is key to improving performances. Players of similar



nationalities are best placed in close proximity to boost that figure, while each has a favoured formation – pick the one the majority like and their spirit immediately improves. Any players you don't need you can put into a sticker collection – complete pages bringing further monetary bonuses. It'll take months to collect the lot, and we've found ourselves regularly logging on to find out who's available on this odd kind of transfer market.

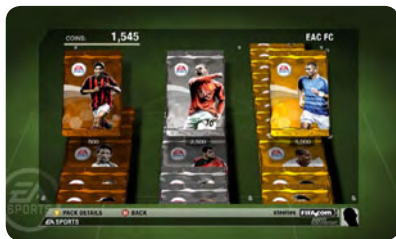
Other cards add further nuances – team-talk cards can make a big difference to your side, while certain use-once cards affect events during a match. Perhaps getting your fans to

yell abuse at the opposition keeper for an entire half is a little harsh, but if it makes him more likely to drop a clanger (like throwing the ball out to the feet of your striker, as happened to us) then it's worth it.

The online code is still a little buggy at the time of writing, but assuming the wrinkles are ironed out soon, this quirky but ingenious idea is the perfect way to keep your FIFA season alive.

- 👍 Terrific idea, well executed
- 👍 Gives the game real longevity
- 🗨️ A few bugs

An essential buy for FIFA acolytes **90%**



Subscribe to 360Zine

FREE! EVERY MONTH!
The world's best Xbox 360 mag!

DON'T MISS OUT AGAIN SUBSCRIBE FOR FREE!

Over 50,000 people have already chosen to subscribe to one or more of our GamerZines and now receive notification of each new issue as soon as it's published. Why not join them and ensure you never miss another issue again?

www.gamerzines.com



In 360Zine
Issue 30

WOLFENSTEIN

HANDS-ON PREVIEW

PLUS!

CHRONICLES OF RIDDICK: ASSAULT ON DARK ATHENA
STAR OCEAN DAMNATION GUITAR HERO: METALLICA

Issue 30 Out 30th April

MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 30 SUBSCRIBE FOR FREE!

WARNING! MULTIMEDIA DISABLED!

If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

Cranberry Publishing Limited

www.cranberrypublishing.com

Publishing Director: Dave Taylor

Email: dave.taylor@cranberrypublishing.com

Editorial Director: Dan Hutchinson

Email: dan.hutchinson@cranberrypublishing.com

Commercial Director: Duncan Ferguson

Email: duncan.ferguson@cranberrypublishing.com

Telephone: 0117 986 6550

Call Duncan to discover how e-publications can work for you!

Contributors: Chris Schilling, Steve Hill, Steve Boxer

All rights reserved. This publication may be copied in its entirety without modification for non-commercial purposes, for example but not limited to copying to CD-R for a friend, but it may not be offered for download from any website or similar without the prior permission of the copyright holder. You are free to, and encouraged to, link to the original file for download from our website and you can find help on doing so here. While the greatest care is taken in producing this guide, we do not accept responsibility for the loss of any data or any other damage caused by following the instructions in this publication. We always recommend that you keep a backup of your hard disk data and ensure that you check all files for viruses before installing or using any new software. None of the information in this guide is intended as legal advice. All articles are for information purposes only. Websites mentioned in this publication are not affiliated to or controlled by the publisher. We are not responsible for the contents of these sites or any changes made to them.

All contents © Cranberry Publishing Ltd 2009
Company registration number: 4987058

Want more Xbox 360?

N4G



THE WORLD'S BEST SOCIAL NEWS SITE FOR GAMERS!

news for gamers

<http://www.n4g.com/>

News 4 Gamers is a news website written by gamers for gamers. Each story is submitted by a member of the community and ranked by popularity. You can comment on each article, and even if you're not a fully fledged writer, you can submit news tips for items you've seen elsewhere on the web!

The site has sections for all gaming

platforms including PlayStation 3, Xbox 360, Wii, PC, DS, PSP and more.

When you read a story on N4G, you can click to go straight out to the full story source, making this the ultimate gaming news site, because it gives you access to the stories from all the games sites on the web, rather than just its own.

Sadly, you've reached the end of this issue. What would you like to do now?



Exit this issue and go and download another magazine?



Exit this issue and subscribe FREE for future magazines?



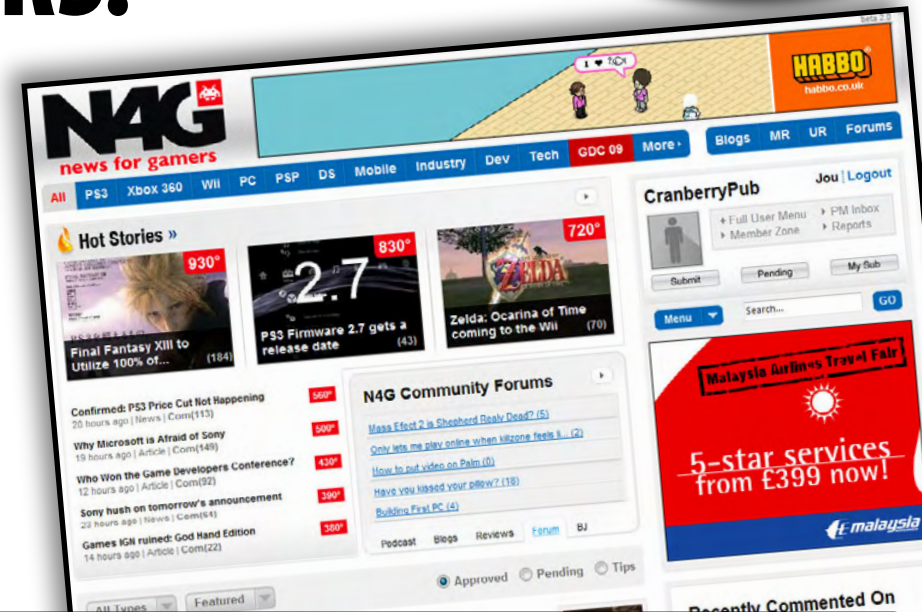
Exit.



Read the free PC Games magazine now!



**CLICK HERE TO
CONTINUE TO
PCGZINE-OVERLORD 2
WORLD EXCLUSIVE**



CONTROL →

